

Fig. 1

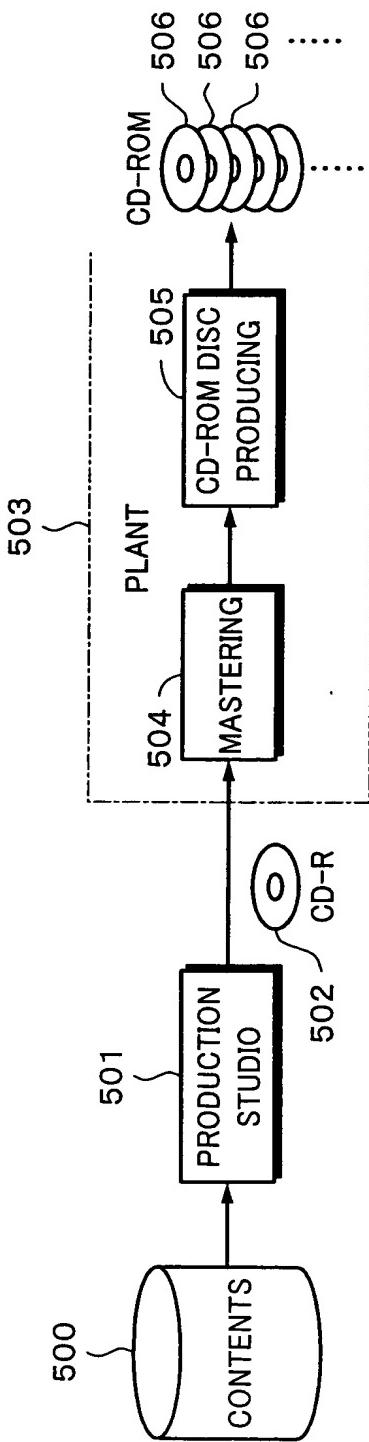


Fig. 2

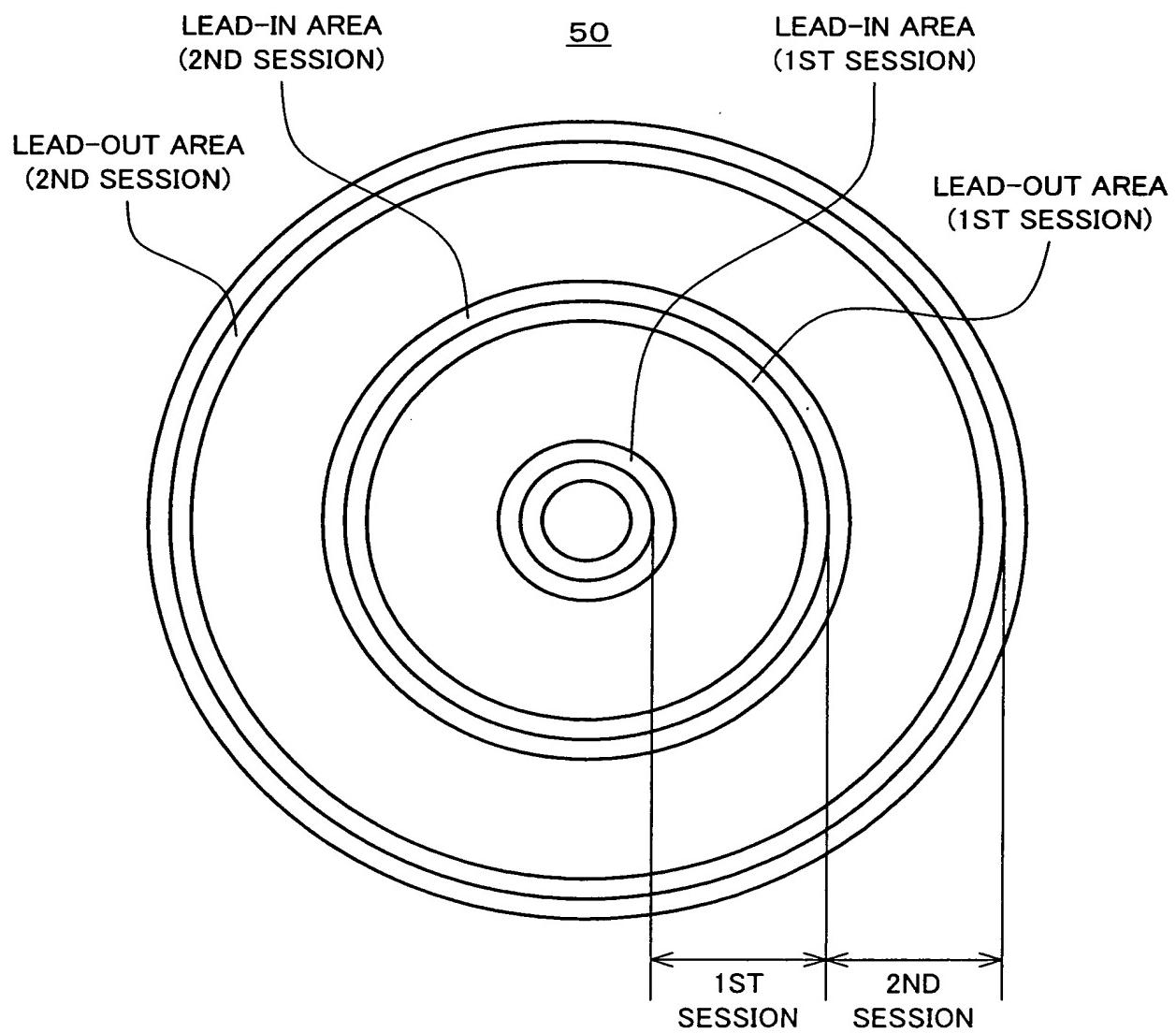


Fig. 3

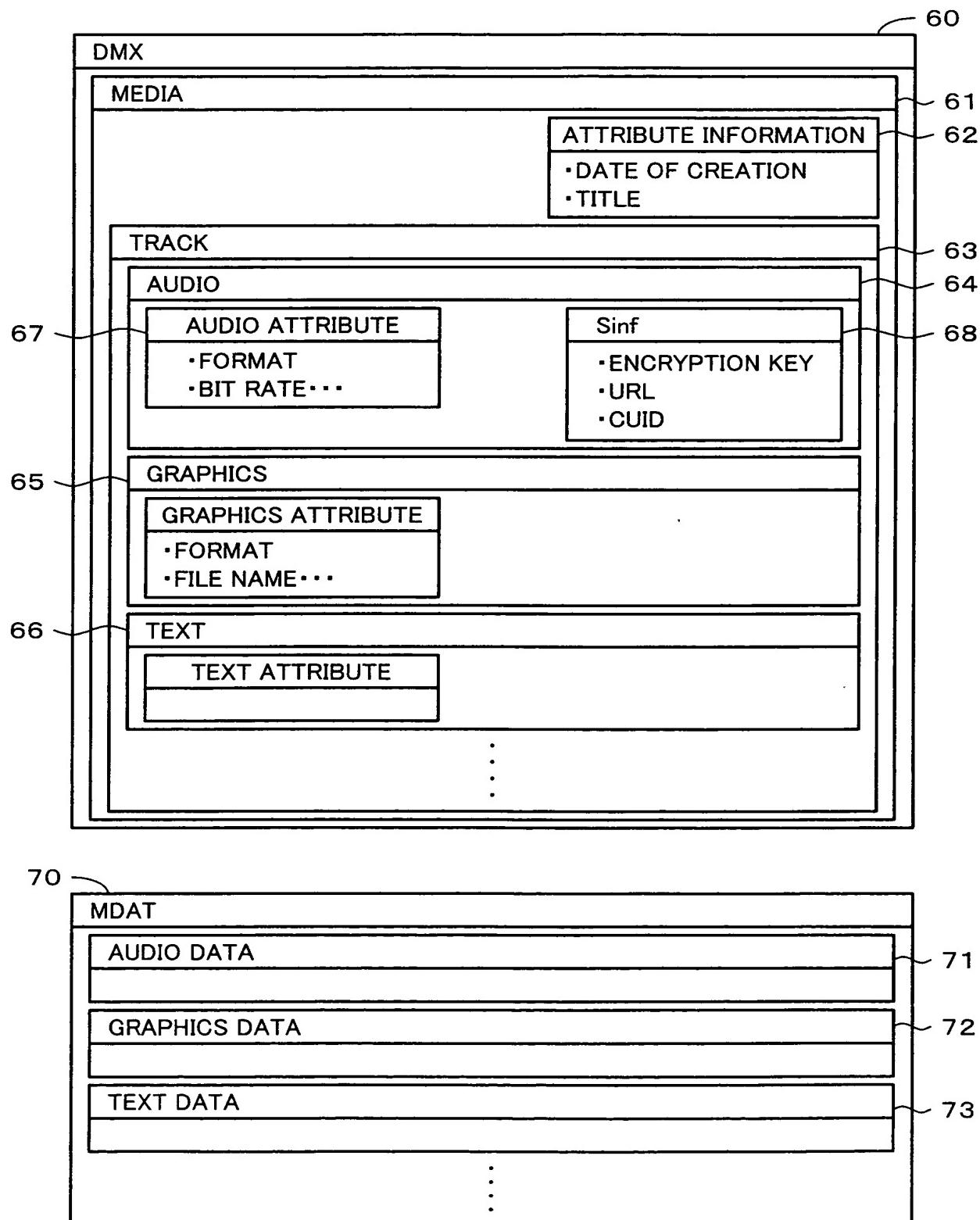


Fig. 4

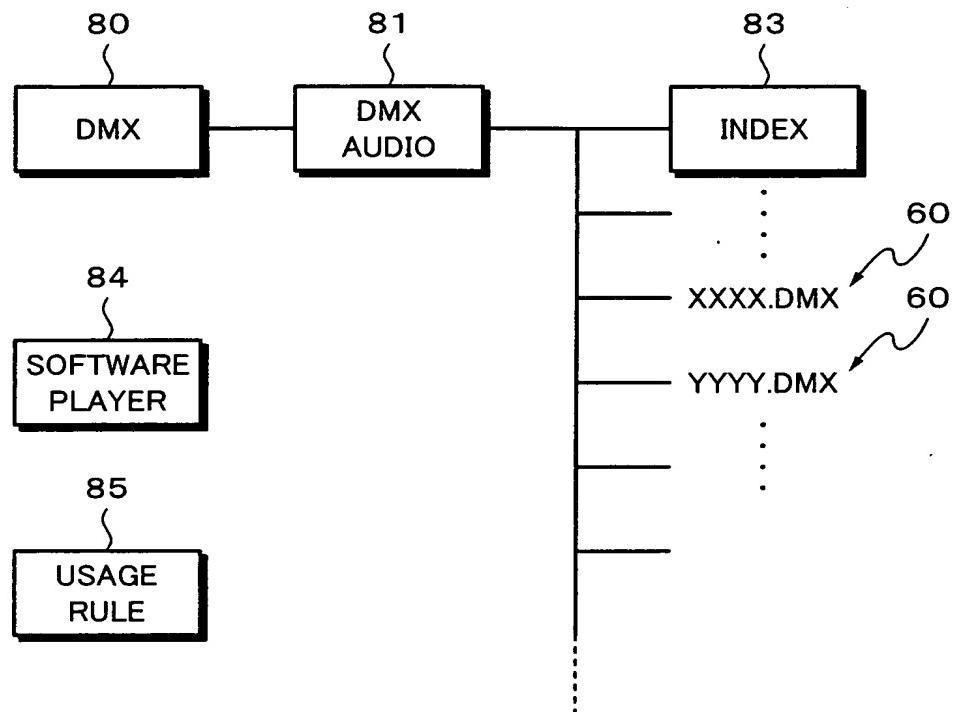


Fig. 5A

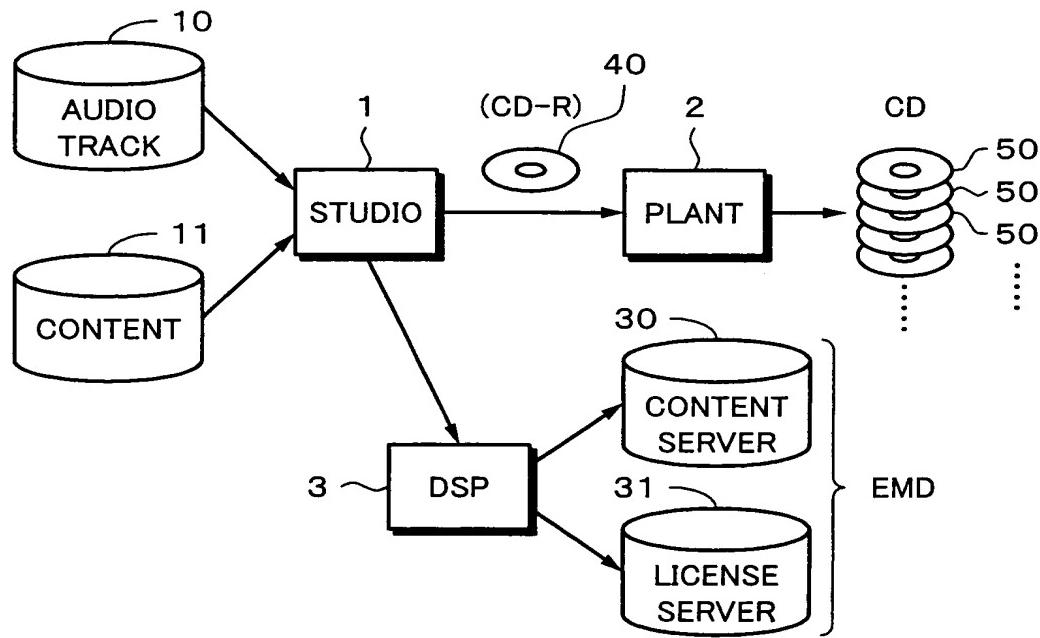


Fig. 5B

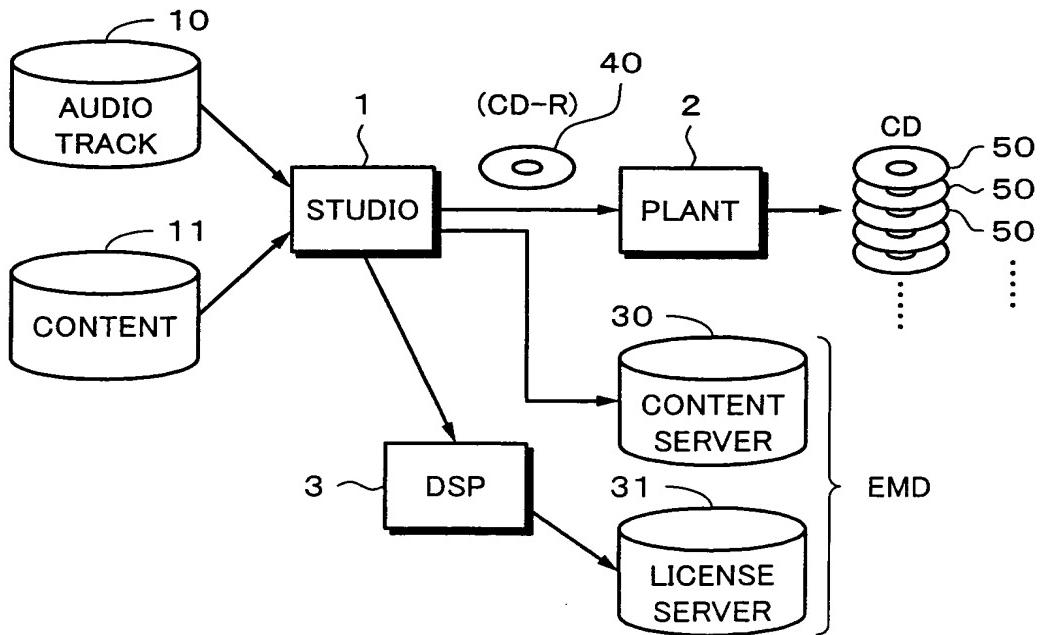


Fig.6

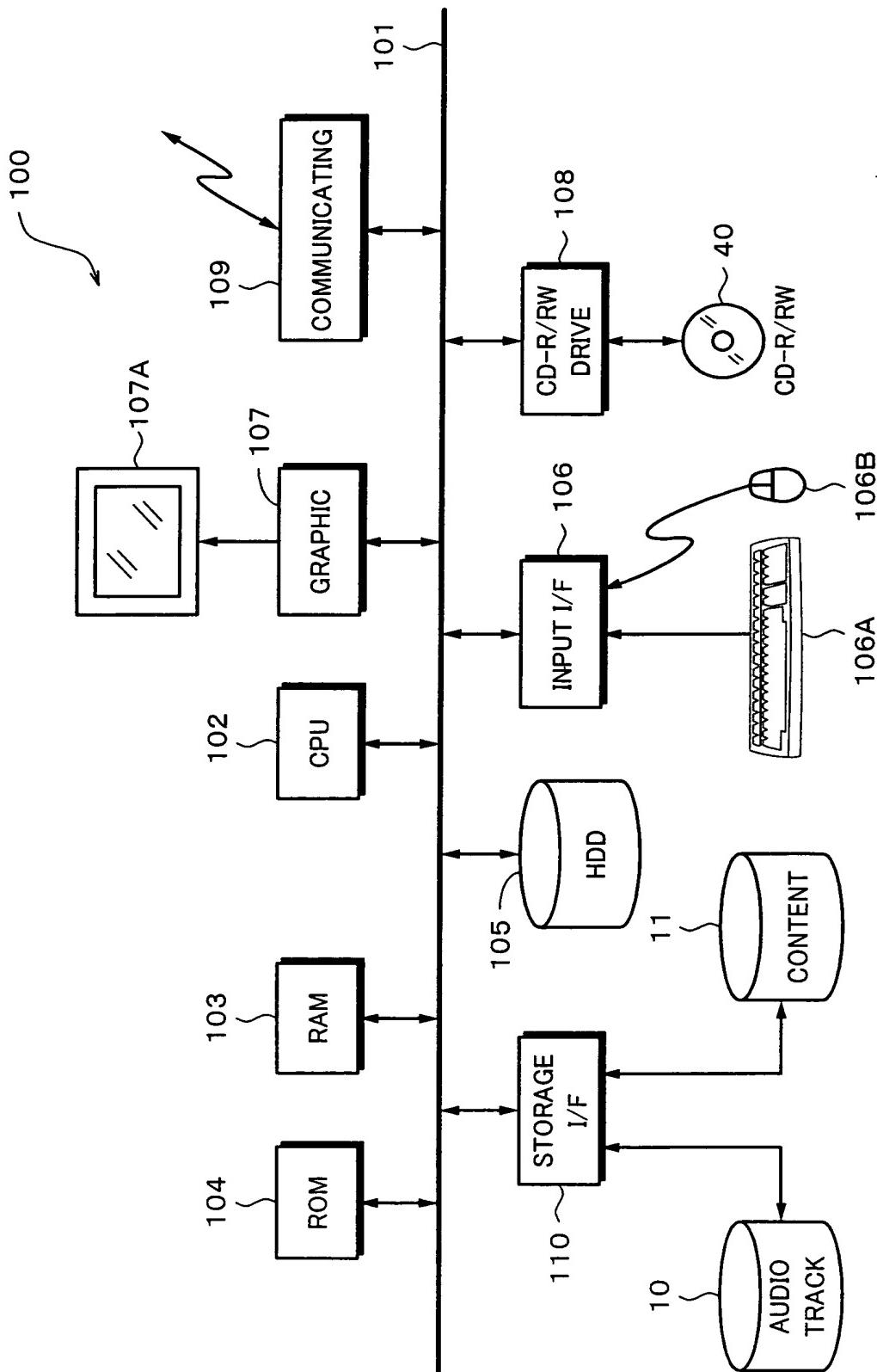


Fig. 7

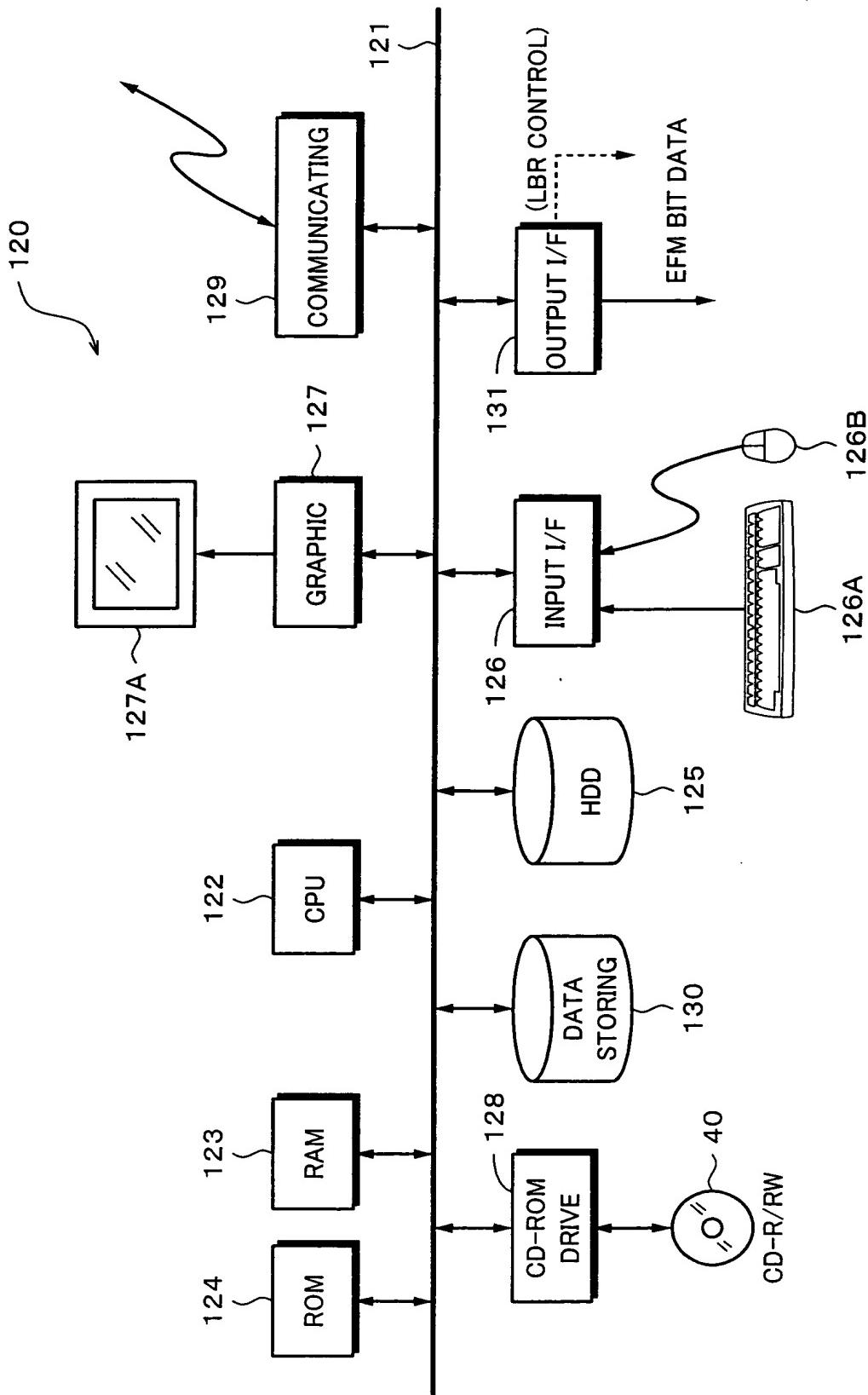


Fig. 8

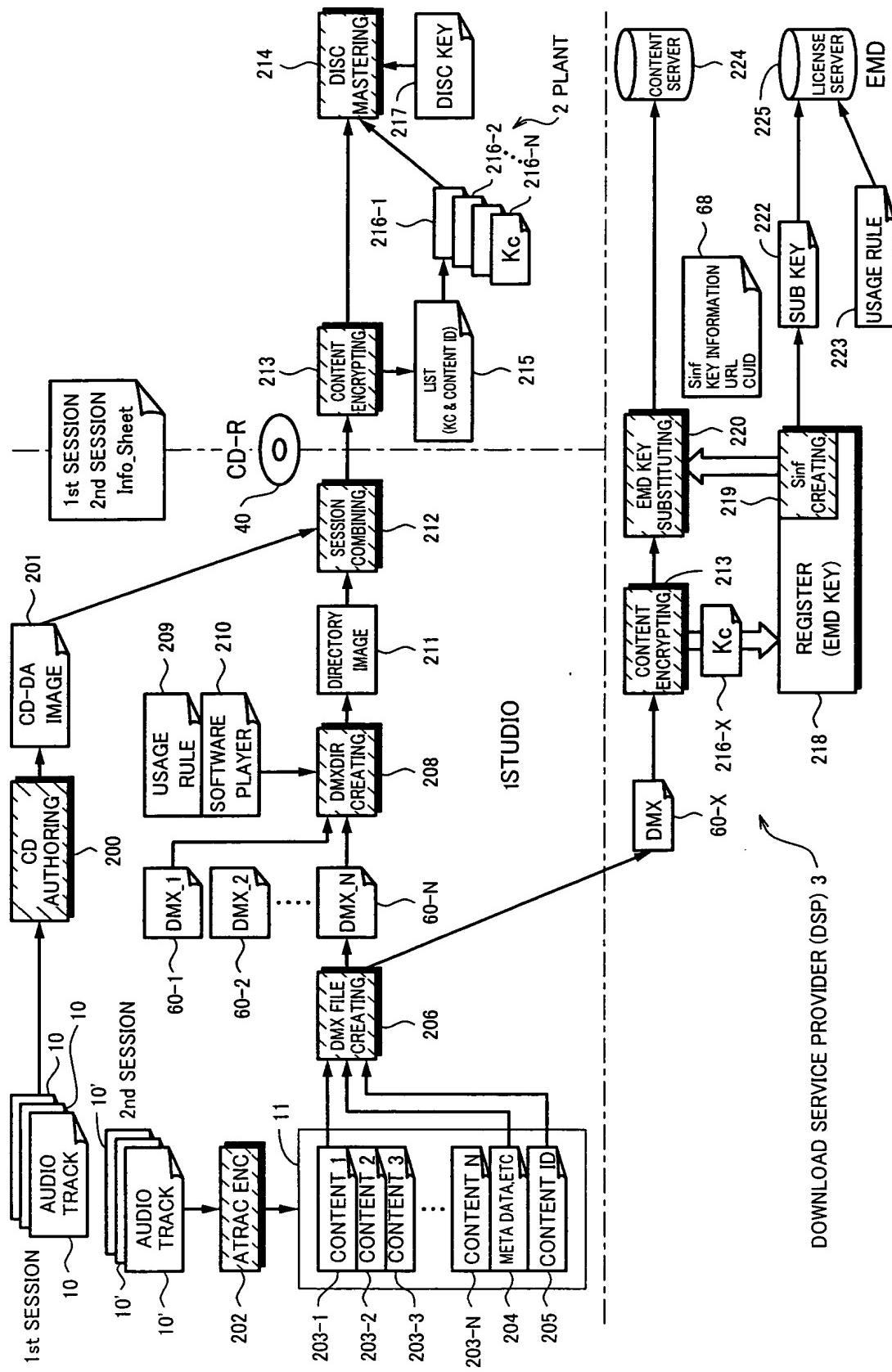


Fig. 9

TAG NAME	DESCRIPTION	ATTRIBUTE	PLURALITY	OMMISSIBLE
<DMXFILEMAKER>				
<OUTPACKAGEPATH></OUTPACKAGEPATH>	PACKAGE OUTPUT PATH	BASEPATH		
<CREATIONTIME></CREATIONTIME>	DATE AND TIME OF CREATION OF PACKAGE			
<MODIFICATIONTIME></MODIFICATIONTIME>	DATE AND TIME OF MODIFICATION OF PACKAGE			
<AUDIO>				
<TRACK>				
<CREATIONTIME></CREATIONTIME>	DATE AND TIME OF CREATION OF TRACK			
<MODIFICATIONTIME></MODIFICATIONTIME>	DATE AND TIME OF MODIFICATION OF TRACK			
<META>				
<TITLE LANG=""></TITLE>		TITLE	LANG	
<TITLEESORT LANG=""></TITLEESORT>	TITLE SORT	LANG		
<SUBTITLE LANG=""></SUBTITLE>	SUB TITLE	LANG		
<SUBTITLEESORT LANG=""></SUBTITLEESORT>	SUB TITLE SORT	LANG		
<DURATION></DURATION>	PERFORMING TIME			
<LABEL LANG=""></LABEL>	LABEL NAME	LANG		
<MANUFACTURER LANG=""></MANUFACTURER>	RECORD COMPANY NAME	LANG		
<CNOTICE LANG=""></CNOTICE>	COPYRIGHT NOTICE (C)	LANG		
<PNOTICE LANG=""></PNOTICE>	COPYRIGHT NOTICE (P)	LANG		
<AUDIOFORMAT></AUDIOFORMAT>	AUDIO FORMAT			
<AUDIOFILE></AUDIOFILE>	AUDIO FILE			
<BITRATE></BITRATE>	BIT RATE			
<ATRAC3DUALMODE></ATRAC3DUALMODE>	ATRAC3 MODE			
<ARTIST SEQ="ROLE=""></ARTIST>		SEQ.ROLE	LANG	
<ARTISTNAME LANG="" URI=""></ARTISTNAME>	ARTIST NAME	LANG		
<ARTISTNAME SORT LANG=""></ARTISTNAME>	ARTIST NAME SORT	LANG		
<ARTIST>				
<FRINGE SEQ="" TYPE="" FORMAT="" ENC="">	FRINGE	SEQ.TYPE.FORMAT.ENC	LANG	
<FRINGEFILE BASEPATH=""></FRINGEFILE>	FRINGE FILE	BASEPATH		
<CNOTICE LANG=""></CNOTICE>	FRINGE COPYRIGHT NOTICE (C)	LANG		
<PNOTICE LANG=""></PNOTICE>	FRINGE COPYRIGHT NOTICE (P)	LANG		
</FRINGE>				
<CODE SEQ="" FORMAT=""></CODE>	CODE	SEQ FORMAT	LANG	
<ATTRIBUTELIST>				
<CUIDCPH></CUIDCPH>	CUIDCPH			
<CUIDCPL></CUIDCPL>	CUIDCPL			
<CUIDPPH></CUIDPPH>	CUIDPPH			
<CUIDPPL></CUIDPPL>	CUIDPPL			
</ATTRIBUTELIST>				
</META>				
</TRACK>				
<AUDIO>				
</DMXFILEMAKER>				

Fig. 10

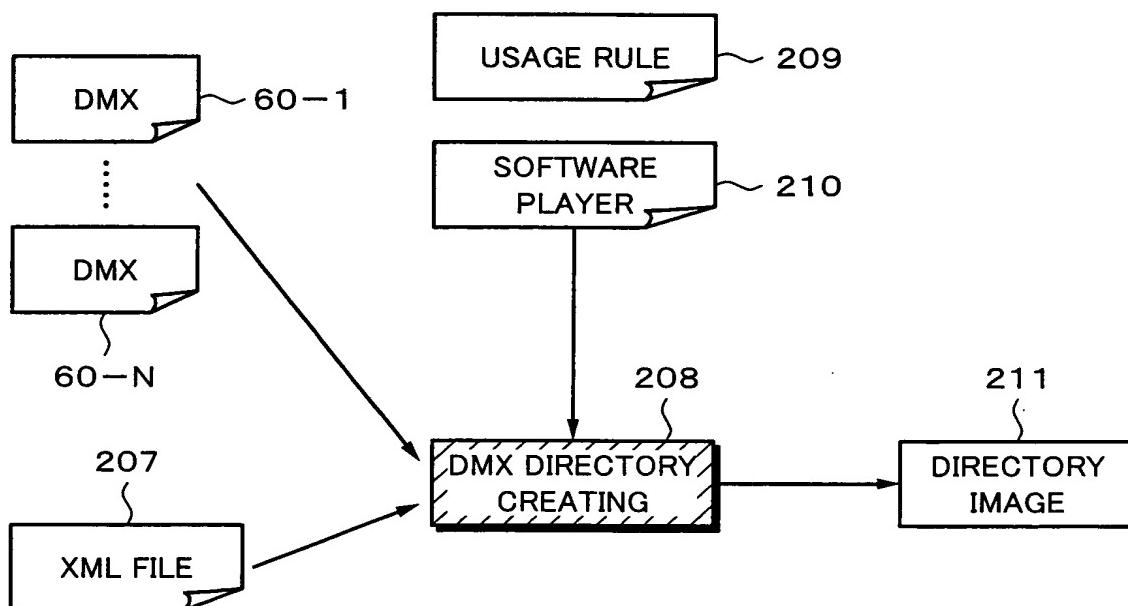


Fig. 11

TAG NAME	DESCRIPTION	DATA TYPE	ATTRIBUTE	PLURALITY	OMMISSIBLE
<?xml version = "1.0" encoding = "UTF-16"?>					
<!--Description file of DMXDirMaker-->					
<DMXDIRMAKER VERSION=">					
<SOFTWAREPLAYER>	player name	char		O	
</SOFTWAREPLAYER>					
<DMXFILELIST>					
<NUMBEROFAUDIOFILE><NUMBEROFAUDIOFILE>					
<AUDIO>					
<ASSETID><ASSETID>	AssetID	Hex	unique number		
<FILENAME><FILENAME>	File_name	char			
<ALBUMNUMBER><ALBUMNUMBER>	Album number	Hex			
<TRACKNUMBER><TRACKNUMBER>	Track number	Hex			
<PLAYLENGTH><PLAYLENGTH>	Play length	decimal	msec		
<ENTRYSIZE><ENTRYSIZE>	DURATION	decimal	msec		
<TRANSITIONEFFECT>					
<PLAYPRETRACK><PLAYPRETRACK>	play_pre_track	on/off			
<EFFECTTYPE><EFFECTTYPE>	effect_type	Hex			
<EFFECTLENGTH><EFFECTLENGTH>	effect_length	decimal	msec		
<TRANSITIONEFFECT>					
<DBASEINFO>					
<ALBUMNAME LANG=""><ALBUMNAME>	Album name	char			
<TRACKNAME LANG=""><TRACKNAME>	Track name	char			
<TRACKMAINARTIST LANG=""><TRACKMAINARTIST>	Track main artist	char			
<TRACKINDIVIDUALARTIST LANG=""><TRACKINDIVIDUALARTIST>	Track individual artist	char			
<TRACKNUMERICALINFO><TRACKNUMERICALINFO>	Track numerical info	Hex			
<THUMBNAIL>					
<THUMBNAILTYPE><THUMBNAILTYPE>	Thumbnail type	Hex			
<THUMBNAILNAME><THUMBNAILNAME>	Thumbnail filename	char			
</THUMBNAIL>					
<AUDIO>					
<DMXFILELIST>	PlayListName	char		O	
<PLAYLIST>				O	
<PLAYLISTNAME LANG=""><PLAYLISTNAME>					
<ASSET>					
<ASSETID><ASSETID>	AssetID	Hex			
<ENTRYSIZE><ENTRYSIZE>	Entry time	decimal	msec		
<EXITSIZE><EXITSIZE>	Exit time	decimal	msec		
<TRANSITIONEFFECT>					
<PLAYPRETRACK><PLAYPRETRACK>	play_pre_track	on/off			
<EFFECTTYPE><EFFECTTYPE>	effect_type	Hex			
<EFFECTLENGTH><EFFECTLENGTH>	effect_length	decimal	msec		
<TRANSITIONEFFECT>					
</ASSET>					
</PLAYLIST>					
</DMXDIRMAKER>					

Fig. 12

TAG NAME	DESCRIPTION	DATA TYPE	ATTRIBUTE	PLURALITY	OMISSIBLE
<?xml version = "1.0" encoding = "UTF-16"?>					
<!--Usage Description file of DMXDirMaker-->					
<DMXDIRMAKER VERSION="">					
<ENCTYPE></ENCTYPE>					
<USAGE01>					
<NUMBEROFASSET></NUMBEROFASSET>					
<ASSET>					
<ASSETID></ASSETID>					
<KEYINFOPATH BASEPATH=""></KEYINFOPATH>					
<RIGHT>					
<RIGHTTYPEID></RIGHTTYPEID>					
<PARAMETERBYTE></PARAMETERBYTE>					
<PARAMETER></PARAMETER>					
<RIGHT>					
</ASSET>					
</USAGE01>					
<USAGE02>					
<NUMBEROFASSET></NUMBEROFASSET>					
<ASSET>					
<ASSETID></ASSETID>					
<RIGHT>					
<RIGHTTYPEID></RIGHTTYPEID>					
<PARAMETERBYTE></PARAMETERBYTE>					
<PARAMETER></PARAMETER>					
<RIGHT>					
</ASSET>					
</USAGE02>					
</DMXDIRMAKER>					

Fig. 13

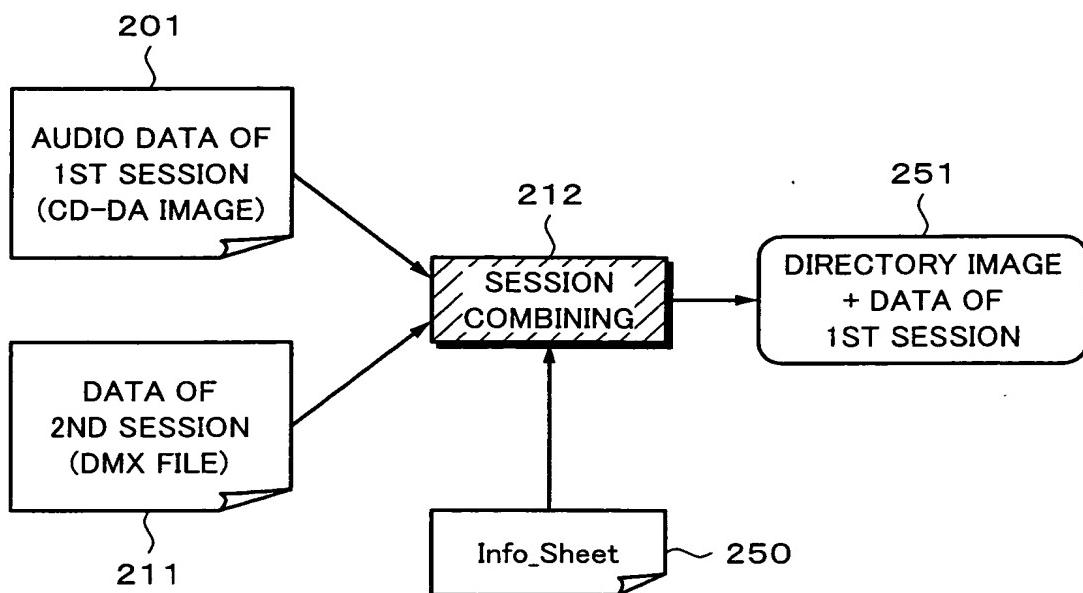


Fig. 14

TAG NAME	DESCRIPTION	ATTRIBUTE	PLURALITY	OMISSIBLE
<CONTENTENCRYPTER>				
<INDMXPATH BASEPATH=""></INDMXPATH>	PATH OF INPUT DMX FILE	BASEPATH="yes"" no"		
<OUTDMXPATH BASEPATH=""></OUTDMXPATH>	PATH OF OUTPUT DMX FILE	BASEPATH="yes"" no"		
<OUTINFOPATH BASEPATH=""></OUTINFOPATH>	PATH OF OUTPUT CONTENT INFORMATION FILE	BASEPATH="yes"" no"		
</CONTENTENCRYPTER>				

Fig. 15

TAG NAME	DESCRIPTION	ATTRIBUTE	PLURALITY	OMISSIBLE
<SINFMAKER>				
<OUTAUDIOISINPATH BASEPATH=""></OUTAUDIOISINPATH>	Atrac Sinf File THAT IS OUTPUT	BASEPATH="yes","no"		
<OUTFRINGEISINPATH BASEPTH=""></OUTFRINGEISINPATH>	FRINGE Sinf File THAT IS OUTPUT	BASEPATH="yes","no"	O	
<AUDIOKEY></AUDIOKEY>	ENCRYPTION KEY OF CONTENT		O	
<FRINGEKEY></FRINGEKEY>	ENCRYPTION KEY FOR FRINGE		O	
<AUDIOIV></AUDIOIV>	Initial Vector		O	
<FRINGEV></FRINGEV>	Initial Vector		O	
<LICENSESERVERURL></LICENSESERVERURL>	LICENSE SERVER URL			
<ATTRIBUTELIST>	ATTRIBUTE INFORMATION LIST			
<CONTENTID></CONTENTID>	CONTENT ID		O	
<RECCOMPANYID></RECCOMPANYID>	RECORD COMPANY ID		O	
<CONTNPUBLISHERID></CONTNPUBLISHERID>	CONTENT PUBLISHER ID		O	
<ARTISTID></ARTISTID>	ARTIST ID		O	
<RELEASEDATE></RELEASEDATE>	DATE OF RELEASE		O	
<GENREID></GENREID>	GENRE ID		O	
<LABELID></LABELID>	LABEL ID		O	
<WATERMARKSTATUS1></WATERMARKSTATUS1>	WATERMARK STATUS 1		O	
<WATERMARKSTATUS2></WATERMARKSTATUS2>	WATERMARK STATUS 2		O	
<CUIDCPH></CUIDCPH>	CUIDCPH		O	
<CUIDCPL></CUIDCPL>	CUIDCPL		O	
<CUIDPPH></CUIDPPH>	CUIDPPH		O	
<CUIDPPL></CUIDPPL>	CUIDPPL		O	
</ATTRIBUTELIST>				
</SINFMAKER>				

Fig. 16

TAG NAME	DESCRIPTION	ATTRIBUTE	PLURALITY	OMMISSIBLE
<EMDKEYREPLACER>				
<AUDIOSINFPATH BASEPATH=""></AUDIOSINFPATH>	PATH OF INPUT Sinf FILE (ATRAC)	BASEPATH="yes","no"		
<FRINGESINFPATH BASEPATH=""></FRINGESINFPATH>	PATH OF INPUT FRINGE FILE (FRINGE)	BASEPATH="yes","no"		
<INDMXPATH BASEPATH=""></INDMXPATH>	PATH OF INPUT DMX FILE	BASEPATH="yes","no"		
<OUTDMXPATH BASEPATH=""></OUTDMXPATH>	PATH OF INPUT DMX FILE	BASEPATH="yes","no"		
</EMDKEYREPLACER>				

Fig. 17

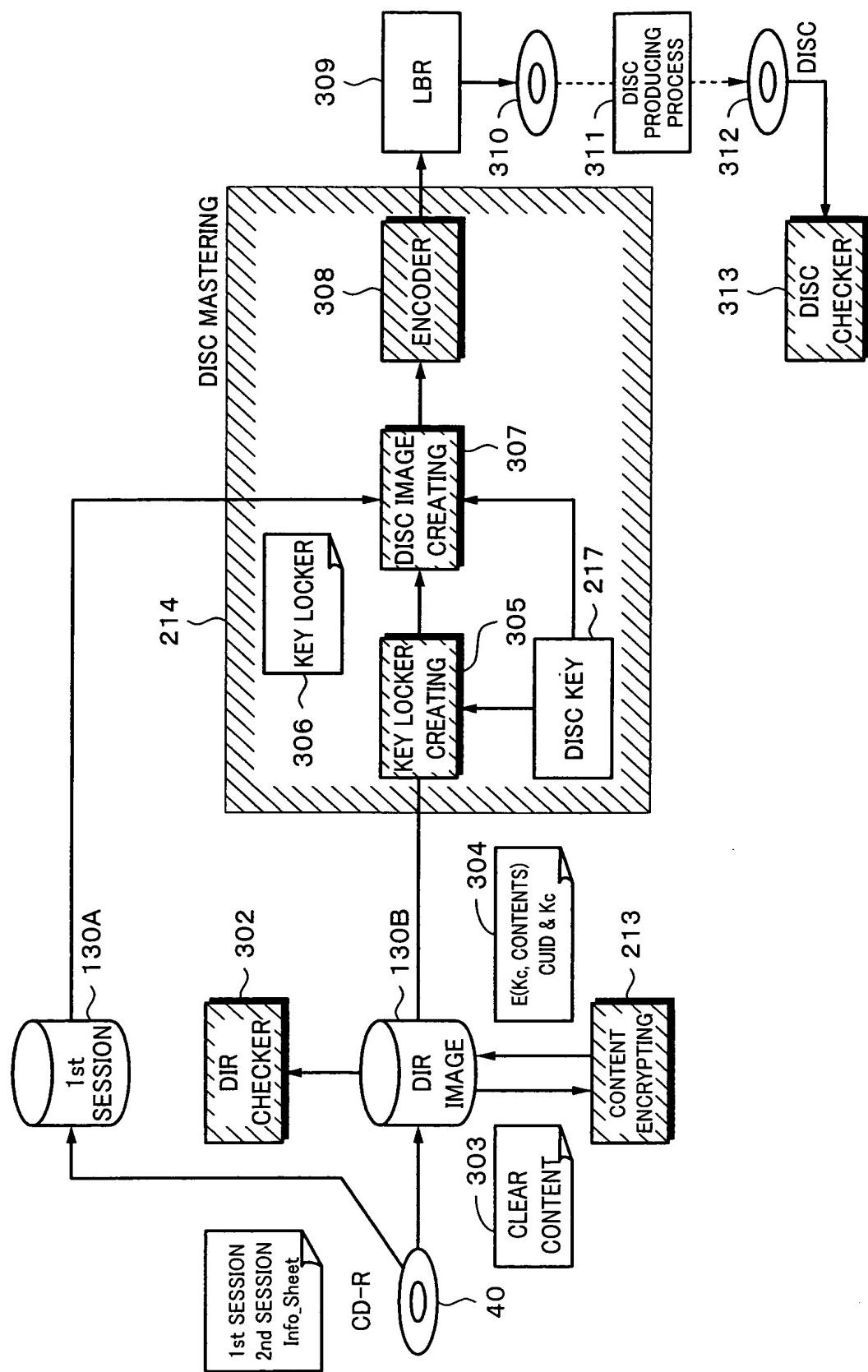


Fig. 18

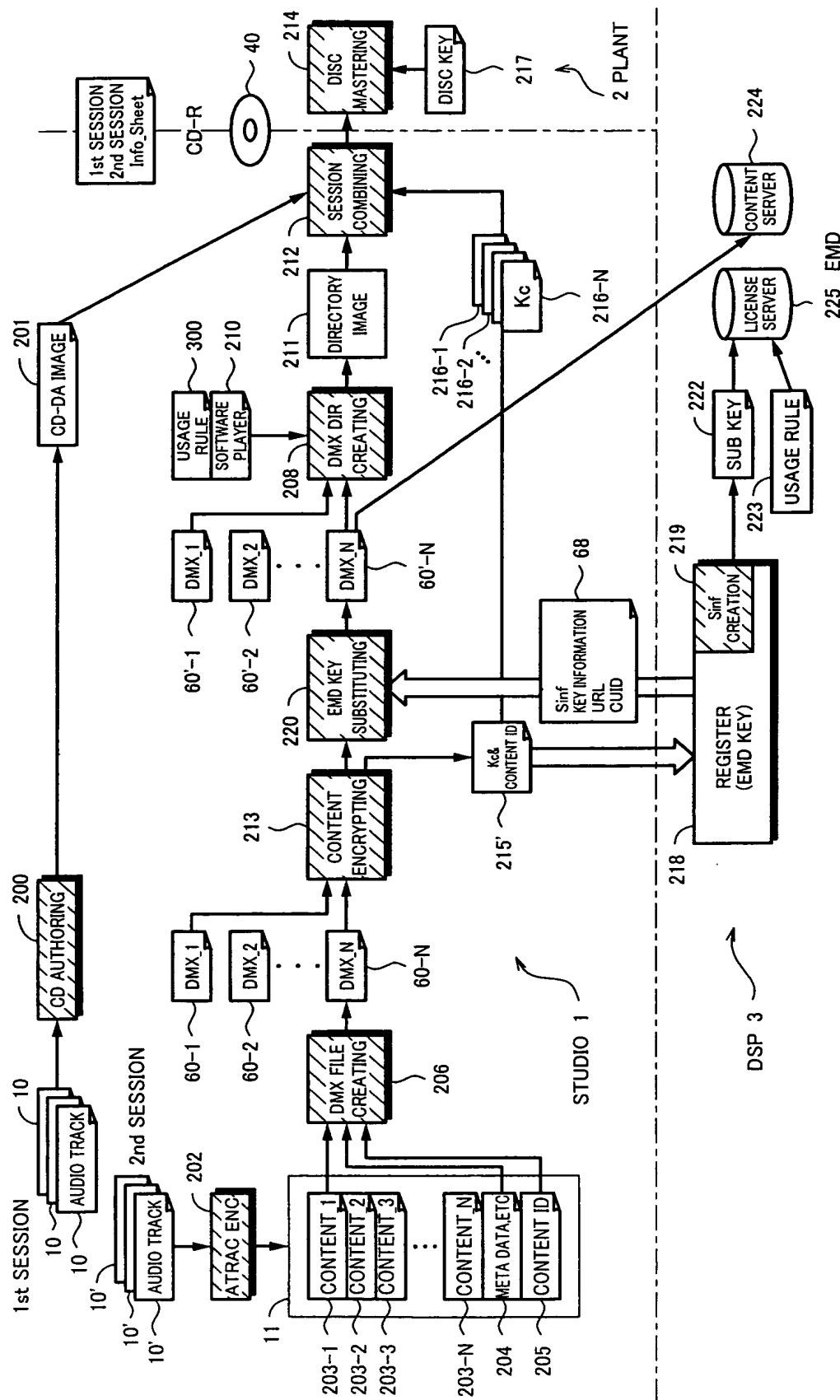


Fig. 19

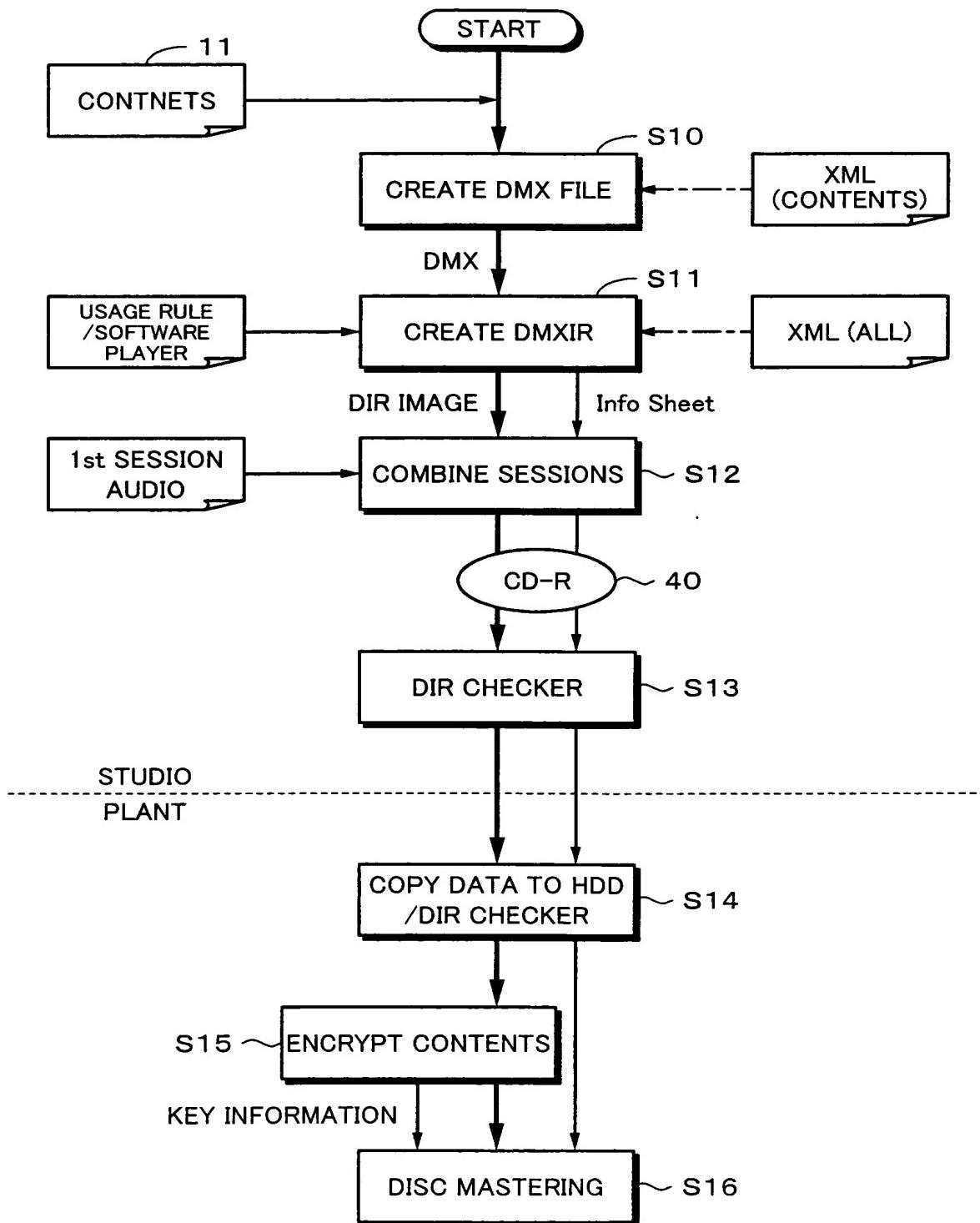


Fig. 20

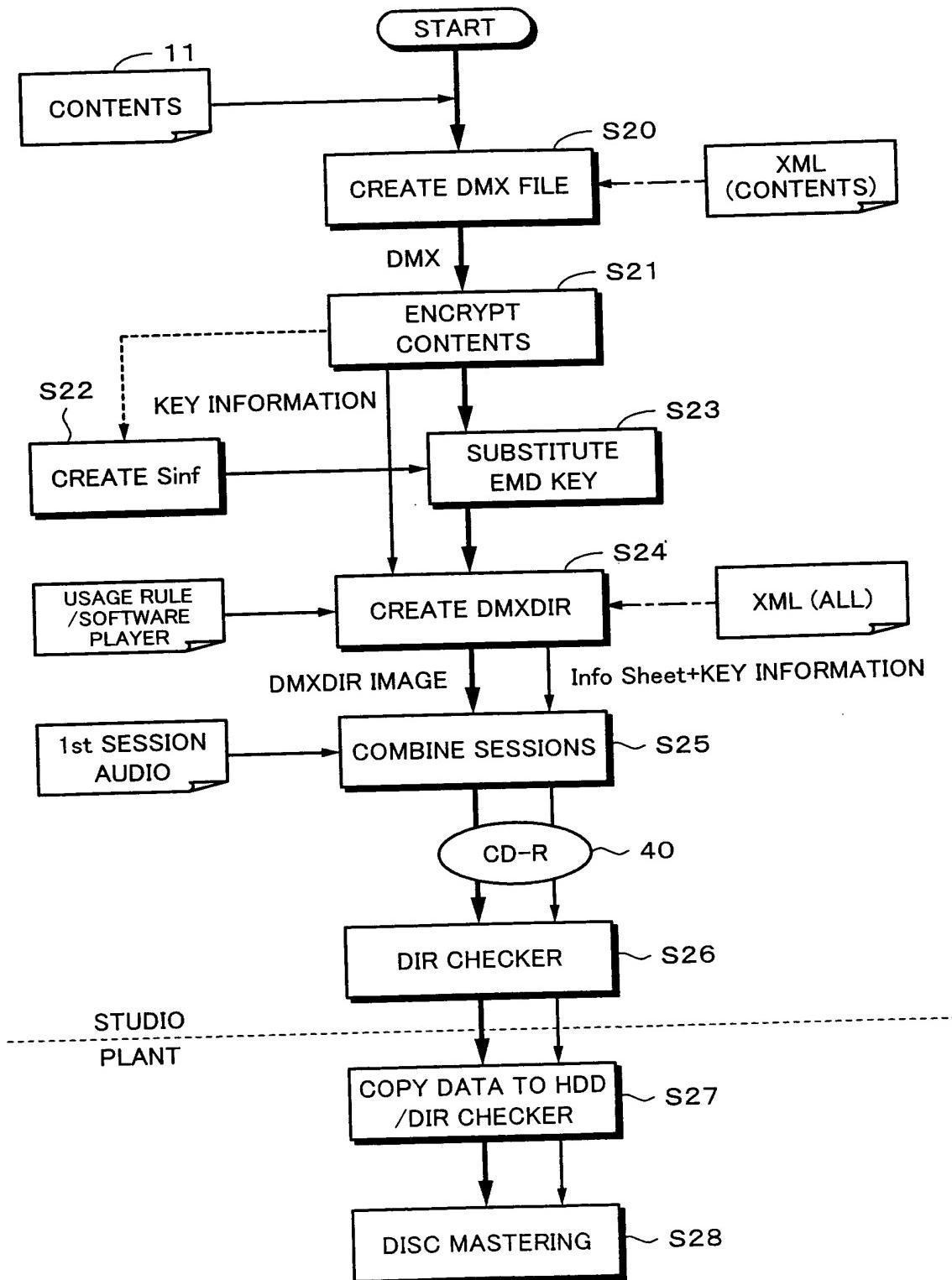


Fig. 21

